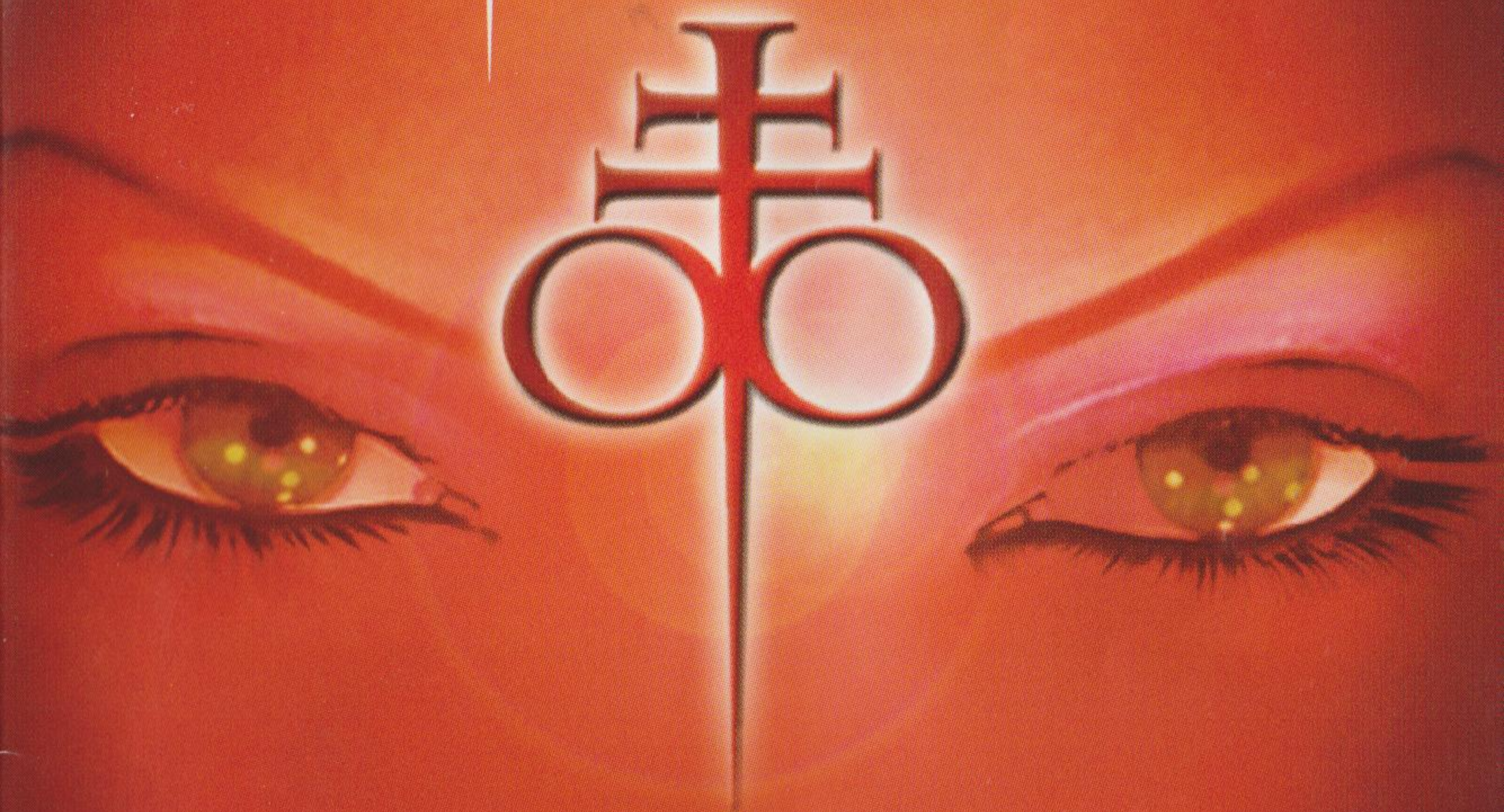


# BLOODRAYNE™





# Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

# Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

# PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

**See back page of this manual for Customer Service Numbers.**

SLES-51474

**1 Player • Memory Card (8MB) (for PlayStation®2) : 64KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible**

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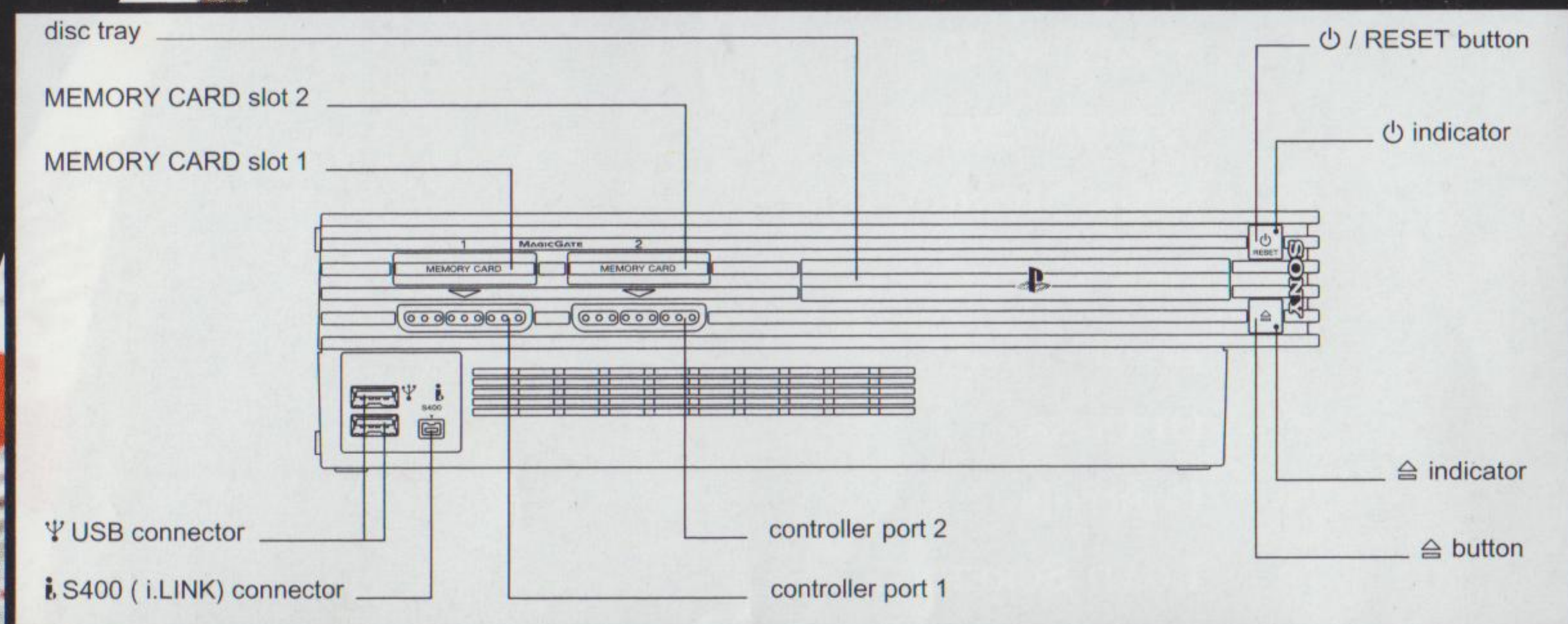


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# Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **POWER/RESET** button. When the **POWER** indicator is green, press the **EJECT** button and the disc tray will open. Place the **BloodRayne** disc on the disc tray with the label side facing up. Press the **EJECT** button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Insert a memory card (8MB) (for PlayStation®2) in **MEMORY CARD slot 1** or **MEMORY CARD slot 2** before the power is on.

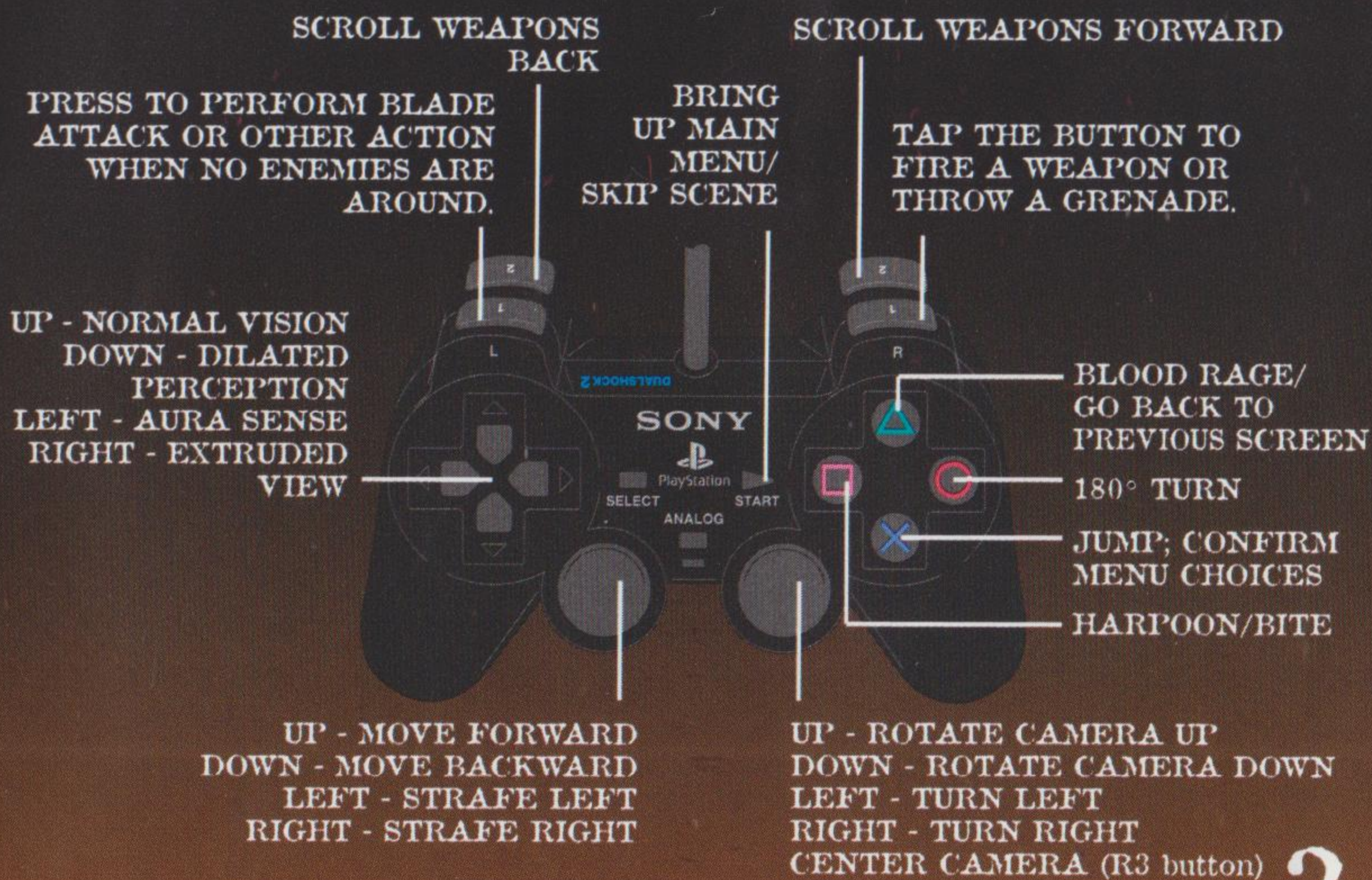
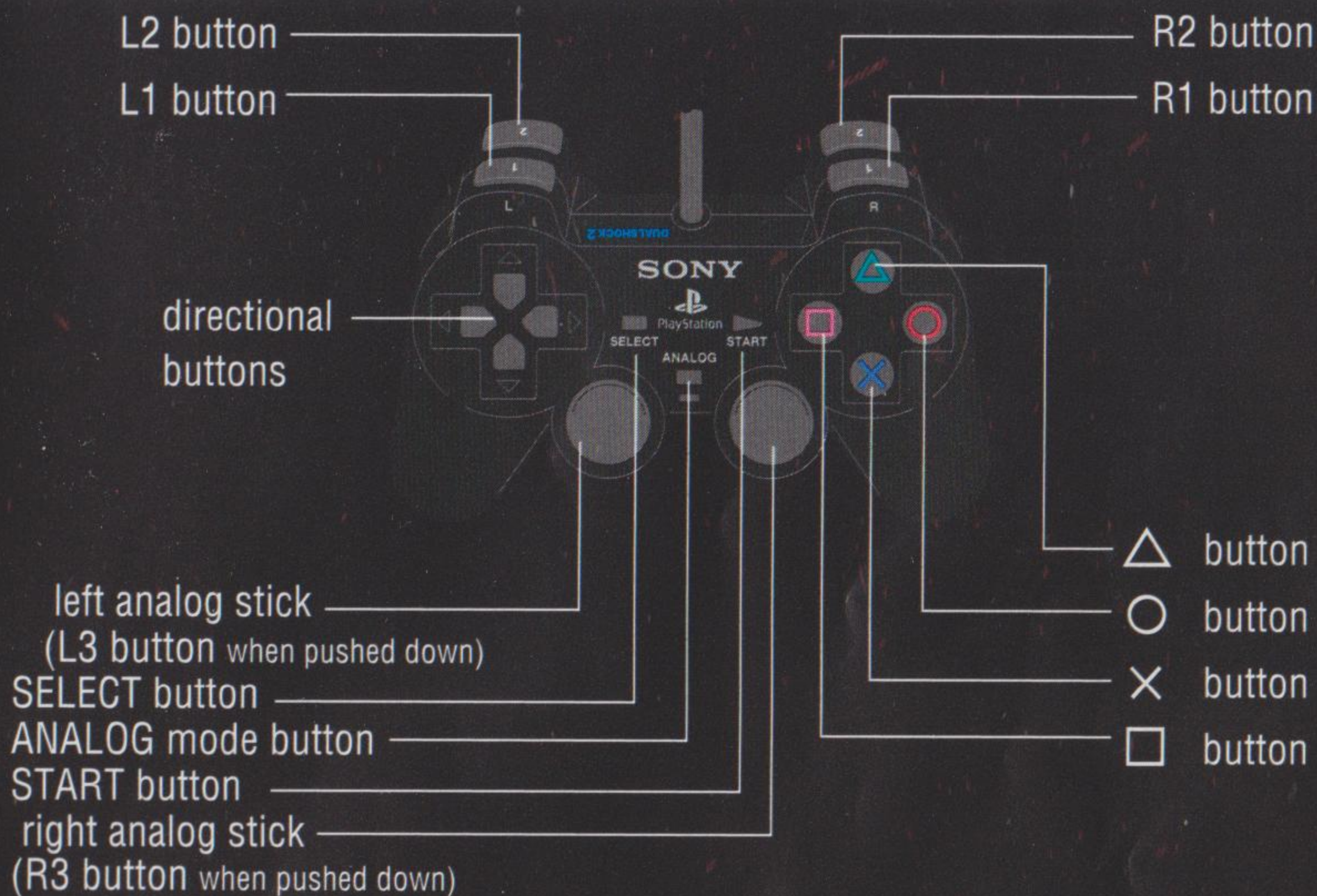
To change the language preference, do this in the system configuration screen of the console.

This game does not support a digital controller.



# Starting Up

## ANALOG CONTROLLER (DUALSHOCK®2)





# Introduction

**I**N 1932 an American teenage girl was apprehended in Europe after carving a path of destruction trying to track down and kill her biological father. The girl's name was Rayne and she claimed the people she killed, and her father who was still at large, were vampires. Before more information was attained, the girl disappeared.

That girl is a Dhampir; a product of her human mother's rape by her vampire father. Born with powers of a vampire without all of the weaknesses. She was taken in by an underground organization calling themselves the Brimstone Society—a top-secret fraternity that hunts down and destroys supernatural threats. Agent BloodRayne, as she is now known, protects humanity from things that ordinary people shouldn't have to deal with.

In the years between the World Wars, Agent BloodRayne works as a killing machine for The Brimstone Society. Two missions, five years apart, turn out to be connected by one man. For years, this man has been searching the world for powerful occult artifacts to bring Germany into a new age of domination. Agent BloodRayne must face this man's elite Nazi army to prevent them from releasing creatures of unfathomable terror onto the world in their unwavering quest for the artifacts.







# Main Menu

Use the following controls to navigate the Main menu:

**directional button** to highlight selections; the **X** button to accept the choice; and the **Δ** button to Cancel/Go Back to a previous menu. The Main menu contains the following:



## NEW GAME

Choose **NEW GAME** to begin playing **BloodRayne**. You'll then have the option to choose Easy Mode, Normal Mode or Hard Mode. These settings affect BloodRayne's resilience. In Hard Mode BloodRayne takes a large amount of damage every time she is hurt. The opposite holds true for Easy Mode.

In Easy Mode, every time you continue (after dying) or restart the level, BloodRayne's health will be fully restored. In Normal Mode, BloodRayne's health will restore proportionate to the amount of time played in the level before continuing or restarting; if you restart immediately upon entering a level, BloodRayne's health will be the same. However, if you play for a few minutes before restarting, BloodRayne will start with more health than she originally had. In Hard Mode, BloodRayne's health will never restore from restarting or continuing after death.

## LOAD

Choose **LOAD** to go to the Load screen and load previously saved games.

## OPTIONS

Choose **OPTIONS** to access the Options menu to configure game controls.



# Options

Select **OPTIONS** in the Main menu to display the Options menu where you can configure game controls.

## CONTROLS

Allows you to change the following controls:

### CONTROL STYLE

Choose one of the six preset controller configurations. The default control scheme is indicated on pg. 3.

### LOOK UP/DOWN STYLE

Enabling this setting will invert the Turn/Look function to mimic aviation controls.

### VIBRATION

Turn vibration function **OFF** to disable. Default is **ON**.

### LOOK UP/DOWN SPEED

Adjust the slider to determine Up/Down look speed.

### TURN LEFT/RIGHT SPEED

Adjust the slider to determine the Left/Right turn speed.

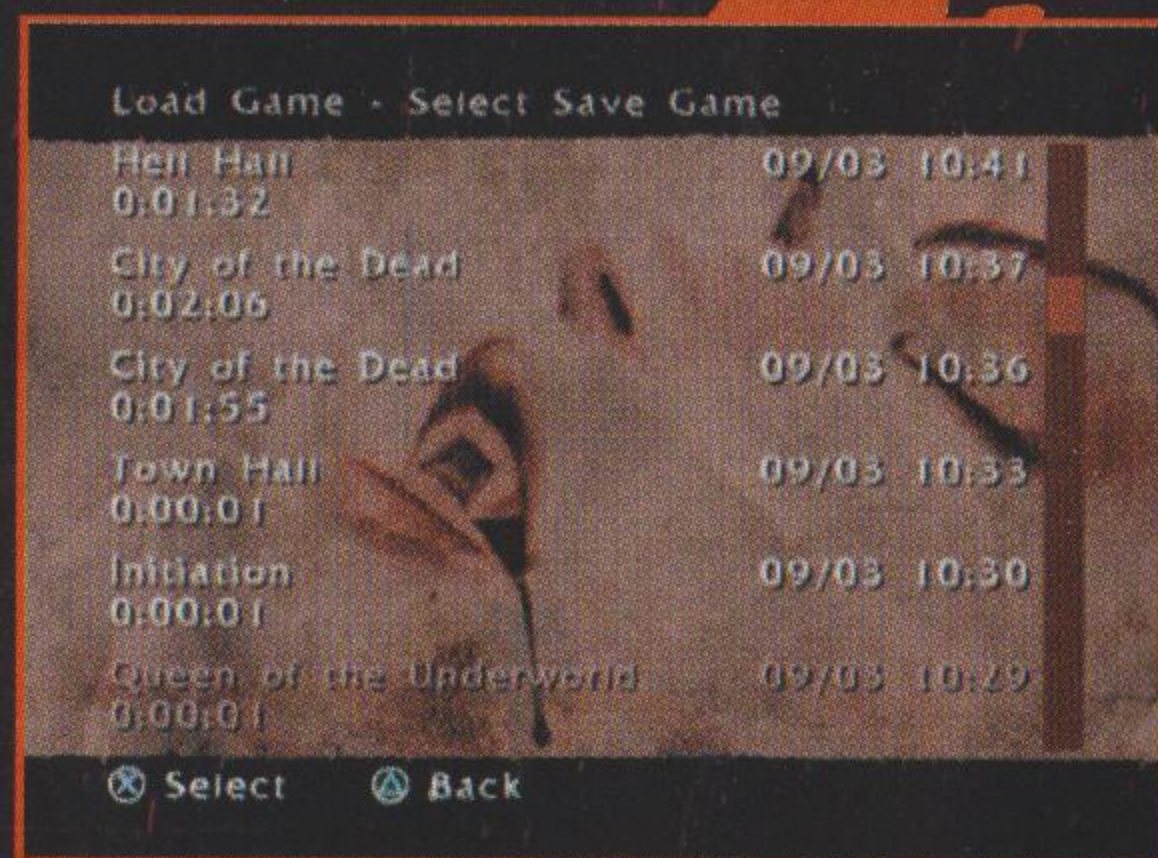
### LOOK UP/DOWN AUTOCENTER

Autocenters camera when enabled.



# Load Screen

Selecting **LOAD** at the Start menu brings up the Load screen which contains a list of all saved game files. The saved game files indicate the level where the game was saved and the amount of time elapsed. When you select one of the files, the game immediately loads.



# H.U.D (Heads Up Display)

WEAPON  
INVENTORY  
BAR

HEALTH  
METER



COMPASS

BLOODLUST  
METER

ENHANCED  
VISION ICONS

**HEALTH METER** Indicates BloodRayne's health.

**COMPASS** Indicates the direction of BloodRayne's objective/s (blue dot/s on circular display).

**BLOODLUST METER** Rises as BloodRayne kills enemies with her wrist and ankle blades. The meter rises faster for spectacular kills.

**ENHANCED VISION ICONS** Displays BloodRayne's four visions. Their arrangement corresponds to the **directional button**. Press the corresponding direction to activate them: Up for normal mode; Right for Extruded View; Left for Aura Sense; Down for Dilated Perception.



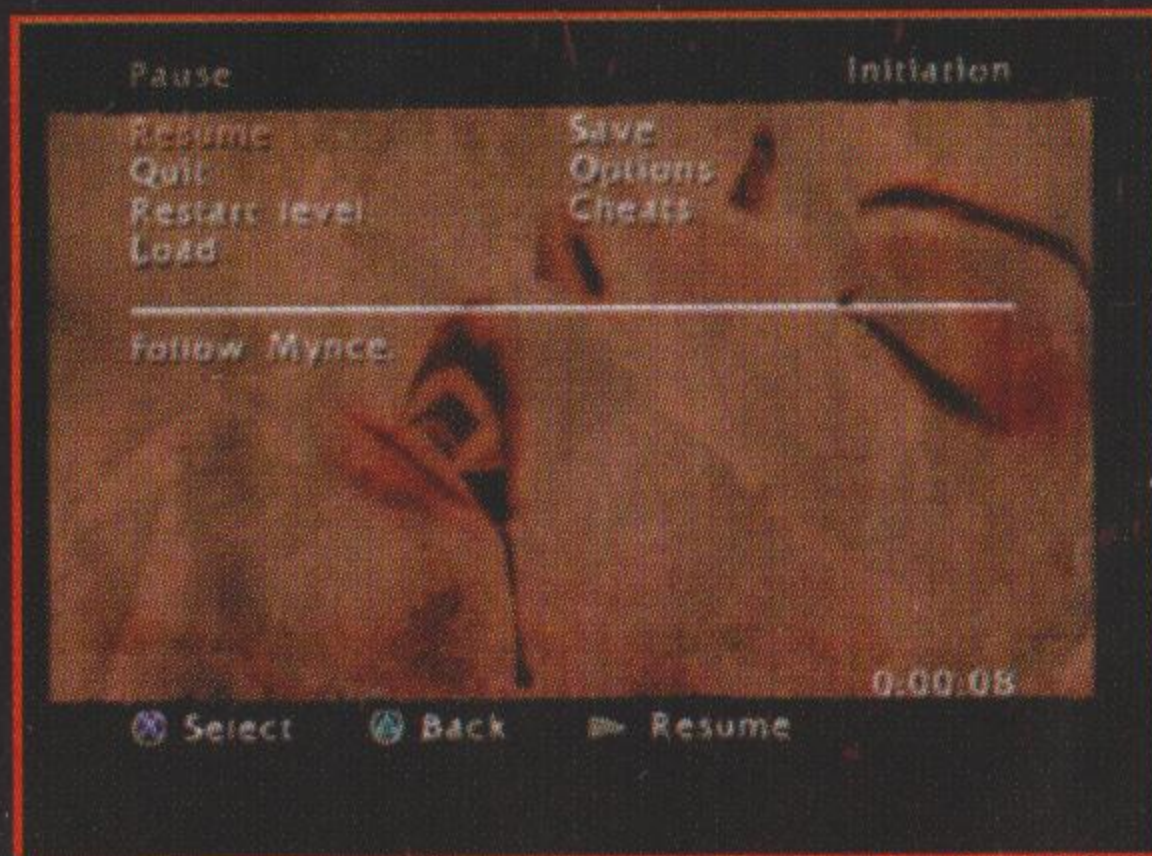
**WEAPON INVENTORY BAR** Appears on-screen when you press the **L2** / **R2** buttons. The bar enables you to cycle through the weapon modes to choose from the inventory BloodRayne is currently carrying. BloodRayne's current weapon mode is depicted by a colored background. The weapon or weapons currently in hand have a bright outline around the weapon silhouette. Ammo counts are also indicated on this bar.

## In-Game Menu

Pressing the **START** button pauses the game and brings up the In-game menu. It contains the following:

**RESUME** Returns to game immediately.

**MAP OF MORTTON/TARGET LIST** When in Louisiana, a level map is accessible from the In-game menu to assist in navigation. In Argentina and Germany, a target list appears in place of the map. In addition, level objectives will be automatically displayed at the bottom of the In-game menu any time you pause the game.



**QUIT** Ends current game and brings you to the Start menu.

**RESTART LEVEL** Lets you start your current level over.

**LOAD** Brings you to the Load screen to load a previously saved game.

**SAVE** Brings you to the Save screen to save the current game.

**OPTIONS** Accesses the Options menu to configure controls.

**CHEATS** Enter cheat codes here.



# SAVE GAME

The game auto-saves at the completion of every level. When it occurs you will be asked: **Quick Save or Save Game**. **QUICK SAVE** overwrites the saved data on the memory card (8MB) (for PlayStation®2) in the **MEMORY CARD** slot that is being used. **SAVE GAME** brings up the memory card (8MB) (for PlayStation®2) Manager, so as you can choose between the memory card (8MB) (for PlayStation®2) in **MEMORY CARD** slot 1 or in **MEMORY CARD** slot 2 to make a save to. After saving the game, you resume play at the point where you paused the game. When you load a saved game, you start at the beginning of the level where you last saved.

# GAME OVER

When the game is over, you will be given the choice to either **QUIT, CONTINUE or LOAD**. Selecting **QUIT** will bring you to the Main menu. Selecting **CONTINUE** automatically reloads the game you were playing and restarts the current level. Selecting **LOAD** allows you to load a previously saved game.

# Gameplay

Half human, half vampire, BloodRayne is a formidable monster hunter. Her superhuman strength, agility and senses make her capable of feats far beyond the scope of the normal human and have allowed her to develop extraordinary skills. Here's what she can do:

## MOVEMENT/NAVIGATION

### WALK, RUN, STRAFE

The speed of BloodRayne's movement can be adjusted from walk to run depending on how far the **left analog stick** is moved. Moving the **left analog stick** either left or right causes her to strafe in the direction moved.

### 180° TURN

Press the **○** button to make BloodRayne turn 180°. This is the quickest way she can deal with attacks from behind.



## JUMP

BloodRayne can jump farther than a normal (or even exceptional) human. She can jump to her maximum height as long as the **X** button is pressed and held down for the duration of the jump. Releasing the **X** button during the jump causes her to peak at that elevation, and she begins her descent from that point. BloodRayne jumps in whatever direction the **left analog stick** is moved. Use the **left analog stick** in conjunction for multi-directional jumping.

## CONTROLLED LANDING

If you are holding the **left analog stick** in the direction of the jump, BloodRayne automatically rolls upon landing if she intends to keep running. Release the **left analog stick** if you want her to stop at her landing point.

## REBOUND KICK

Pressing the jump button while in the air causes BloodRayne to Rebound Kick; she lunges forward feet-first into a spiraling attack. The Rebound Kick enables BloodRayne to jump off of other characters, transferring all her forward momentum to send them flying through the air. The Rebound Kick also enables her to shatter glass, weakened walls and some locked doors. Non-reinforced glass shatters on the first hit but reinforced glass may take more hits.

## FEEDING

BloodRayne has built-in health recovery due to her half vampire heritage: drinking blood of the living. If BloodRayne is close to a victim when the **Q** button is pressed, she begins feeding (as opposed to using the harpoon). If the victim is lying on the ground, she drops down, mounts him and feasts. When feeding while standing, BloodRayne can use the victim as a human shield by turning his body to interpose it between her and other enemies. While feeding, she is somewhat vulnerable because she cannot attack with her blades. However, if she has a gun in her left hand, she can fire it at enemies if she's feeding upright.



## HARPOON

The harpoon is a light throwing knife affixed to a chain and attached to BloodRayne's left wrist. The harpoon chooses its target automatically using an auto-aim system similar to her guns.

### LONG-RANGE STRIKE

Tapping the  button causes the harpoon to launch out at a targeted enemy. Regardless if the strike is successful, it immediately returns to its sheath.

### CAPTURE ENEMY

If you hold the  button when the harpoon strikes an enemy, the enemy is pulled towards BloodRayne by the rapidly retracting chain. This is often helpful when used in conjunction with feeding.

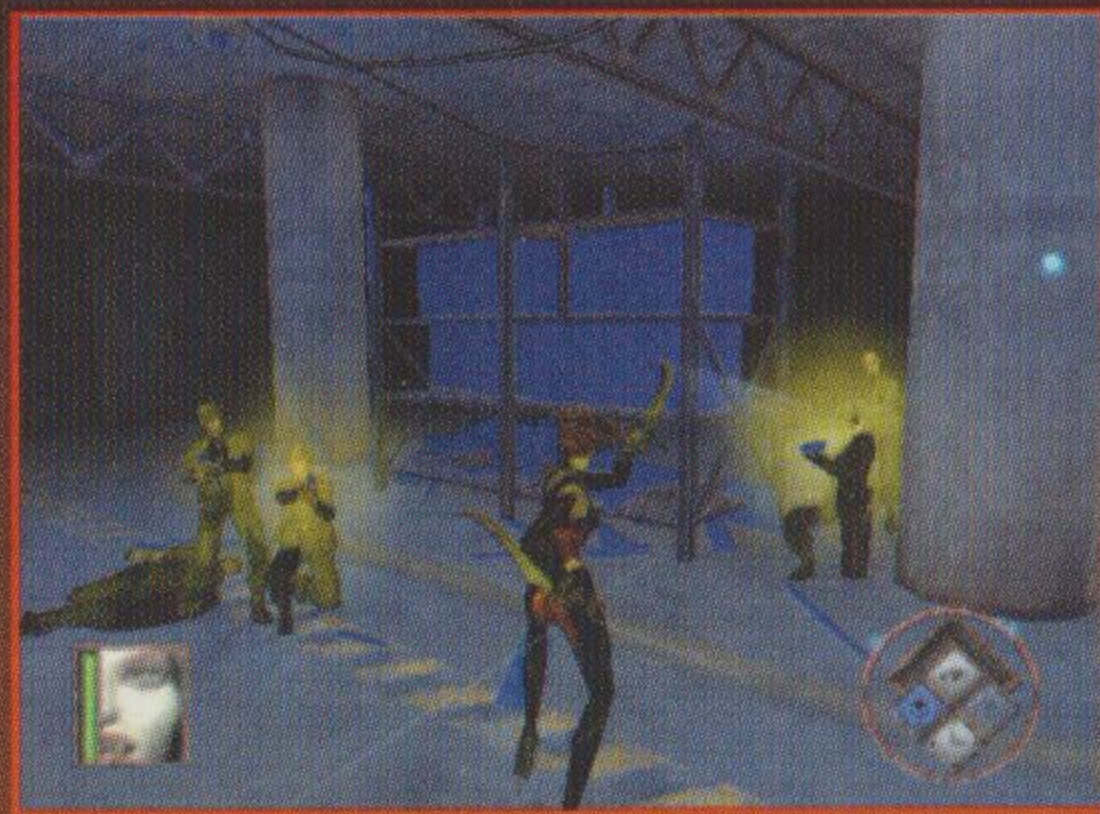
## BLOOD RAGE

Blood Rage is a berserker mode in which BloodRayne moves a little faster, inflicts more damage and has a high chance of dismemberment with each hit. She also uses completely different and spectacular attacks than she does in normal mode. The screen tints red, the fog thickens and time slows down a little. You earn Blood Rage by performing blade attacks to fill the Bloodlust meter. A red flame appears above the Bloodlust meter when it is full indicating that Blood Rage is available. When this happens, hit the  button to activate it. The Bloodlust meter ticks down like a timer. Once it has expired, BloodRayne drops out of Blood Rage. You can revert to normal vision and conserve her Bloodlust energy by pressing the button again or by pressing up on the **directional button**.

## ENHANCED VISION

### AURA SENSE

Pressing left on the **directional button** activates Aura Sense and allows BloodRayne to "see" living prey health and attitude (Aura Sense also doubles as night-vision). If the victim is in a relaxed state (patrolling, standing guard, etc.), the aura is red. State of health determines aura





intensity: an unaware, healthy enemy will appear bright red while an unaware, unhealthy enemy will be dim red. BloodRayne can safely feed for a whole meal if she catches an edible victim off guard.

If a strong enemy is healthy and alert (chasing, hunting, etc.), his aura appears bright green. As he loses health, the aura changes from green to yellow to orange to red then grows dimmer and dimmer. Once the enemy's health is red, he can safely be eaten but BloodRayne doesn't get much of a meal. If BloodRayne attempts to feed before that, the victim may try to resist her efforts.

Finally, Aura Sense can also be used to detect immediate objectives. Your next destination will be highlighted with a bright blue aura that shines through everything, including walls.

### EXTRUDED VIEW

BloodRayne will find a special item that imbues her with the ability to see into the distance as though she is looking through binoculars. Extruded View also doubles as a first-person look/sniper mode. You cannot move in this mode; you can only turn and look using the **right analog stick**. Use up and down on the **left analog stick** to zoom the view in and out.



### DILATED PERCEPTION

BloodRayne eventually gains the ability to "slow down" time. This is called Dilated Perception. In actuality, she's simply processing sensory information so fast that everything (including herself) seems to be moving in slow motion. This allows you better control for hitting targets, evading attacks and dodging bullets. Pressing down on the **directional button** activates Dilated Perception. Once activated, pressing any other direction on the **directional button** will immediately deactivate Dilated Perception and activate the vision assigned to the direction pressed.





# COMBAT ABILITIES

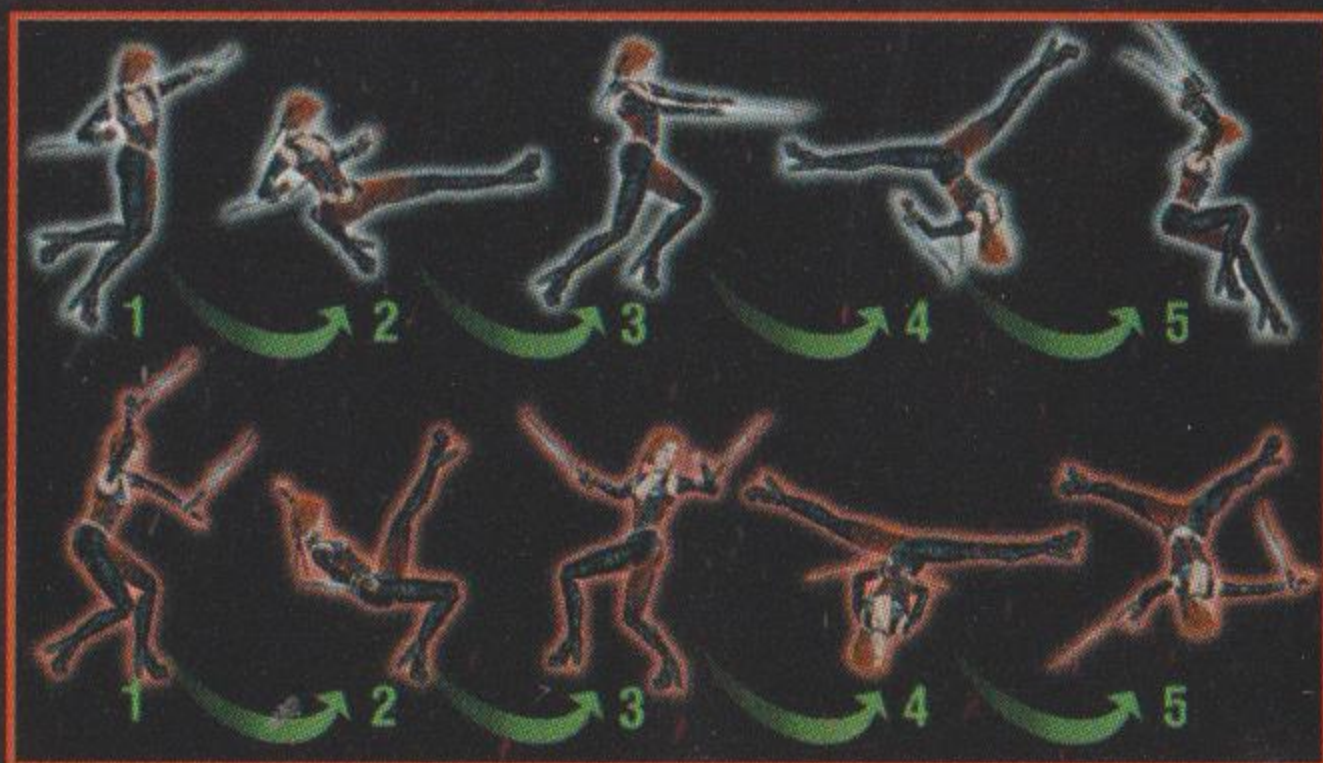
## HAND-TO-HAND

BloodRayne's primary weapons are a pair of giant silver blades hinged at her wrists and dagger-like attachments on her boots.

### NORMAL HAND-TO-HAND ATTACKS (STANDING ATTACKS ONLY)

BloodRayne performs blade and kick attacks when you press the **L1** button. The direction of each attack is determined by the direction pressed on the **left analog stick**.

There are a total of five standard attacks. The attacks are linked together in a combo string. BloodRayne starts with only level 1 and level 2, earning more as she



progresses through the game. Tap the **L1** button to initiate normal attack combos. The combos trigger automatically if BloodRayne makes contact with an enemy or object on each attack.

### BLOOD RAGE HAND-TO-HAND ATTACKS

In Blood Rage mode, BloodRayne has five completely different combo attacks that are activated the same way as regular combos. She also starts the game with only level 1 and level 2 Blood Rage attacks, earning more throughout the game.

### RAGE ATTACKS

BloodRayne will gain the ability to perform special Rage Attacks. If BloodRayne has earned enough Bloodlust, you can access a Rage Attack by pressing the Blood Rage and Attack buttons at the same time. BloodRayne executes a devastating Rage Attack at a cost of roughly 1/3 of her Bloodlust power. This attack is slightly less powerful than her attacks in Blood Rage mode but the difference is that Rage Attacks are accessible at any time, even if only a portion of the Bloodlust meter is filled.

### JUMPING ATTACKS

BloodRayne will also gain the ability to perform a special jump harpoon attack. Perform stinging harpoon whip attacks in the air by pressing the **□** button while jumping.



## GUNS AND PROJECTILES

BloodRayne can hold a small arsenal on her body: up to four handguns and/or small sub machineguns on her belt, up to two rifles and/or large sub machineguns on her back, up to two grenades on her belt and one special weapon on her back. Furthermore, due to her inhuman strength, she can also hold almost any gun in a single hand. This allows her to go guns akimbo with every regular pistol, rifle, assault rifle and sub machinegun.

### AUTO-PICKUP/DISCARD

BloodRayne will automatically pick up any weapon she walks near as long as it has ammo and she has a spot for it. If her inventory is full, BloodRayne compares any available weapons to her current ones and will switch out so you have the most powerful weapons with the most ammo (Special Weapons are the exception. See pg. 17).

### AUTO-AIM

The guns are all auto-aim and will target the nearest enemy. The only exception to auto-aim are the grenades (see pg. 17).

### FIRING GUNS AND THROWING EXPLOSIVES

Fire guns and throw explosives (grenades and dynamite), by pressing the **R1** button.



## WEAPON MODES

There are four Weapon Modes to choose from in order to select what projectile weapon BloodRayne will use. Select the mode by pressing the **L2** / **R2** buttons.

### LIGHTEST GUN MODE

BloodRayne picks the weakest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is good for saving more powerful weapons for stronger or more numerous enemies.

### HEAVIEST GUN MODE

BloodRayne picks the strongest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is ideal for most situations since BloodRayne quickly empties and refills her gun inventory.

### EXPLOSIVES MODE

BloodRayne readies explosives from her current inventory. These include grenades and dynamite. Explosives can be thrown over bunkers or around corners. The distance thrown is dependant on the angle you have the camera. Grenades are on a timer so they can be "cooked" by holding the **R1** button for a few seconds before releasing. Be careful not to hold it for too long or the explosive will detonate in BloodRayne's hand.

### SPECIAL MODE

BloodRayne draws her special weapon from her current inventory. This includes shotguns, sniper rifles, full-size machineguns, grenades and rocket launchers. See special weapons on page 17 for more information.



## SPECIAL WEAPONS

Special weapons have their own unique properties that don't fit into the basic guns category. **Note:**

BloodRayne can only carry one special weapon at a time. When BloodRayne is close enough to a special weapon, a prompt will appear to give you the option to exchange BloodRayne's current special weapon with the new one. To exchange special weapons, press the **R2** button. If you want to exchange back, you need only approach the other gun again. Most require two hands but do not slow down BloodRayne's movement at all.

### DOUBLE BARREL SHOTGUN

A double barrel shotgun holds two shots. It only has short to medium range but sports widespread damage.

### PUMP ACTION SHOTGUN

A pump action holds 5 or 8 rounds. It has short to medium range but inflicts widespread damage.

### SNIPER RIFLE

This gun is ideal for use with Extruded View because it's the only gun type that is 100% accurate. It has a slow rate of fire but deals a great amount of damage.

### TRIPOD-MOUNTED MACHINEGUN

BloodRayne can hold one of these tripod-mounted monsters like a human would hold a rifle or sub machinegun. In other words, it takes both hands, but she can still run and jump with no extra effort.

### GRENADE LAUNCHER

This experimental weapon holds 10 grenades.

### ROCKET LAUNCHER

There are two models of rocket launcher: basic and advanced. The basic model is one shot only and the advanced version fires 3 rounds. It is a special weapon because of its massive wide area damage and slow rate of fire.



# Louisiana Weapon Stats

|                                                                                     | WEAPON                   | AMMO |
|-------------------------------------------------------------------------------------|--------------------------|------|
|    | W&S M1917 Pistol         | 6    |
|    | W&S Double-action Pistol | 6    |
|    | Cole44 Pistol            | 6    |
|  | Springbrook Rifle        | 5    |
|  | Winkesler Rifle          | 16   |
|  | Kennings Rifle           | 20   |
|  | Breaning A5 Shotgun      | 5    |
|  | Ethica 33 Shotgun        | 8    |
|  | Double Barrel Shotgun    | 2    |
|  | M1918GAR                 | 40   |
|  | Dynamite                 | 1    |



# German Weapon Stats

| WEAPON                                                                              | AMMO                                            | WEAPON                                                                                | AMMO                                  |
|-------------------------------------------------------------------------------------|-------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------|
|    | Waltherm<br>PP Pistol 7                         |    | StG 44 Assault<br>Rifle 30            |
|    | Mauser 9mm 10                                   |    | Karabiner 98k<br>Sniper Rifle 10      |
|   | Luger P08<br>Pistol 8                           |   | Thompson 33<br>Shotgun 8              |
|  | Luger P08<br>Artillery Pistol 32                |  | Maxim MG08<br>Machinegun Belt         |
|  | Greaser Sub<br>Machinegun 30                    |  | MG32<br>Machinegun Belt               |
|  | SMP34 Sub<br>Machinegun 32                      |  | MG06<br>Machinegun Belt               |
|  | Greaser Artillery<br>Large Sub<br>Machinegun 50 |  | Granatewurf<br>Grenade<br>Launcher 10 |
|  | SMP34 Artillery<br>Large Sub<br>Machinegun 32   |  | Panzerfaust<br>Rocket<br>Launcher 1   |
|  | Bergstein MP28<br>Large Sub<br>Machinegun 50    |  | Panzerabwehr<br>Rocket<br>Launcher 3  |
|  | Blitzgewehr 32<br>Assault Rifle 20              |  | Tatarmaschine<br>Grenade 1            |



# Character Detail

## THE BRIMSTONE SOCIETY

A very secret "fraternity" of individuals around the world that has a special interest in protecting humanity from supernatural threats. They took BloodRayne in to help with their mission.

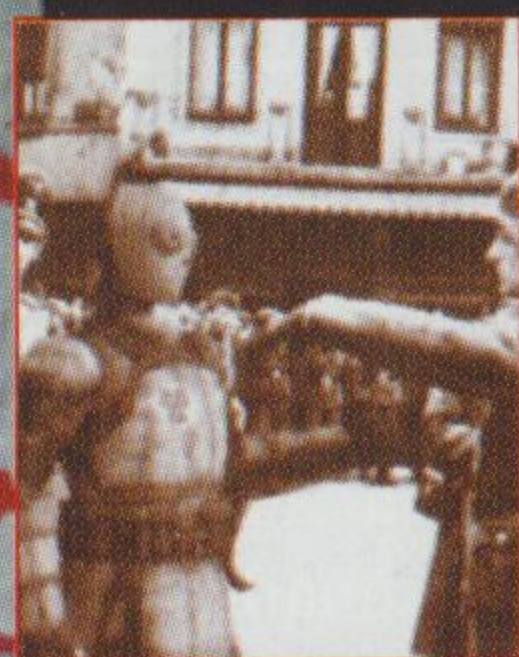


### MYNCE

BloodRayne's friend and mentor, Mynce is a Tibetan-born Dhampir with the same abilities as BloodRayne.

## THE GEGENGHEIST GRUPPE

The Gegengheist Gruppe, or GGG, literally translates to "anti-ghost group". It is an elite faction established to seek out supernatural means of bringing Germany to power.



### OBERSTINFANTERIE (INFANTRY COLONEL) - ONLY KNOWN AS "KOMMANDO"

Not much is known about the "Kommando" except that he is the GGG field special ops commander.



### INFANTERIE-KOMMANDEUR (INFANTRY BRIGADIER GENERAL) - D. MAULER

Another Aryan experiment, Mauler is meant to be the prime example of Aryan physical potential and dominance.



TOTENKOPFVERBANDEFÜHRER (CONCENTRATION CAMP DEATH HEAD LEADER) - DR. BATHORY MENGELE A.K.A. "THE BUTCHERESS"  
Lead scientist in the GGG. She has a sadistic streak and a lust for blood that she attributes to a long line of ancestral mortal "vampirism".





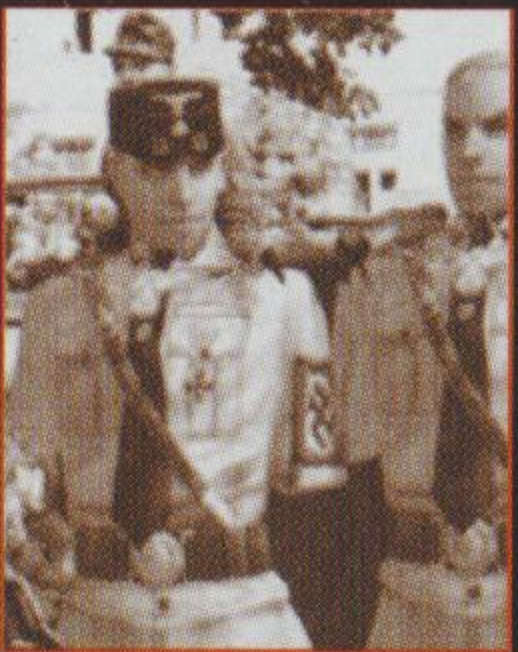
**OBERPRIESTER (HIGH PRIEST) -  
VON BLUT**

Thule High Priest. He believes the Aryan race is descended from Atlantis and that the GGG will help them achieve great power.



**GENERALSTABSUBERPANZER (SUPER TANK  
LIEUTENANT GENERAL) - G. GOSLER**

In charge of a special experimental "super tank" division.



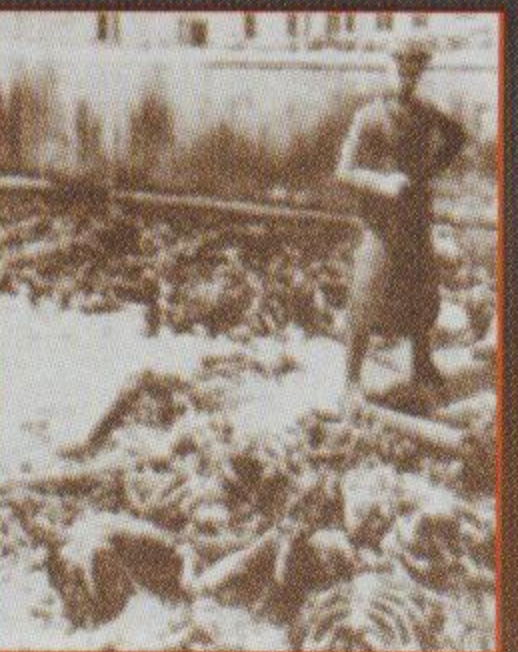
**WEHRMACHTBEFELSHABER  
(SENIOR ARMED FORCES COMMANDERS) -  
SIGMUND KRIEGER AND SIMON KRIEGER A.K.A.  
"THE DOPPLEGANGER TWINS"**

Aryan twins born of experimental means. They are the near epitome of Aryan beauty and fitness. These narcissistic brothers believe it's their duty to bring Germany to victory.



**OBERSCHARFUHRER (HIGH COMMANDER) -  
UNKNOWN**

The GGG's mysterious second in command.



**GEGENGRUPENFUHRER  
(SUPREME COMMANDER) -  
JURGEN WULF**

A WWI war criminal who fled to South America to escape punishment. There he learned of powerful supernatural artifacts and founded the GGG. Wulf is the absolute leader of the GGG.



# Credits

## TERMINAL REALITY CAST

Josh Ashworth  
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Lynn Mathis  
Carolyn McCormick  
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Chris Sabat  
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Paul Slavens  
Ric Spiegel  
Jason Sussman

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Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

If you would prefer to write to us, please send your mail to:

Vivendi Universal Games  
Customer Services / Mail Order /  
Tech Support Department  
PO Box 2510, Reading, RG2 0ZJ  
United Kingdom

Hintline: 09063 63 62 61 (UK callers only)

24hr automated service. Calls cost 60p/min from landlines.  
For Technical Support enquiries in Australia

PHONE: 1902 222 213

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## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION® 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the PAL designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to outer edge. Never use solvents or abrasive cleaners.



Notes: .....

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NOTES:



## Customer Service Numbers

• **Australia** ————— **1300 365 911** —————

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** ————— **0820 500 535** —————

0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** ————— **011 516 406** —————

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

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Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

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Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** ————— **0818 365065** —————

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• **Israel** ————— **09 971170** —————

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• **Italia** ————— **848 82 83 84** —————

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• **Malta** ————— **21 344700** —————

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• **Nederland** ————— **0495 574 817** —————

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** ————— **09 415 2447** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** ————— **820 75 050** —————

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• **Portugal** ————— **707 23 23 10** —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** ————— **902 102 102** —————

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** ————— **08 587 822 40** —————

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